Chapter 86: The Original Inhabitants of the Four Clones' Inner Worlds

Each of the four inner worlds created by the first and second clones of Sung Jin-Woo and Sung Su-Ho is not only home to the powerful lesser Absolutes and their vast armies but also to the original inhabitants who have lived in these realms long before the lesser Absolutes came into being. These beings, born of the primal essence of their respective worlds, embody the fundamental forces and energies that make each realm unique.

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1. Umbralis: The Realm of Shadow and Eternity

Umbralis, the inner world of Sung Jin-Woo's first clone, is a vast expanse filled with shadowy landscapes and endless night. The original inhabitants of Umbralis are beings that have adapted to the darkness, thriving in the absence of light. These inhabitants are deeply connected to the essence of shadow and have existed long before the creation of the lesser Absolutes.

Eclipsians:
These shadow-dwelling beings are the dominant species in Umbralis. They are humanoid in shape but have features that are more ethereal, with skin that appears to be made of solidified darkness and eyes that glow with an unnatural light. The Eclipsians are skilled in the art of shadow manipulation, able to bend the very essence of darkness to their will. They serve as the keepers of Umbralis, guarding its secrets and maintaining the delicate balance of the realm.

Umbra Beasts:
Massive, elusive creatures that roam the twilight plains of Umbralis, Umbra Beasts are predatory entities born from the purest essence of shadow. They are nocturnal and possess the ability to phase in and out of existence, making them nearly impossible to track or fight. They are both revered and feared by the Eclipsians, seen as both protectors and harbingers of destruction.

Nyx Witches:
A rare group of females, the Nyx Witches are mystics who wield powerful shadow magic. They are often seen as the spiritual guides of the Eclipsians, as their magic allows them to communicate with the very fabric of Umbralis. The Nyx Witches are known to perform ancient rituals, manipulating the energies of shadow to summon creatures, control the weather, and even alter time.

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2. Draconis Eternus: The Realm of Dragons and Fire

Draconis Eternus, the inner world of Sung Su-Ho's first clone, is a realm dominated by vast, fiery landscapes, volcanoes, and mountains, with an atmosphere charged with elemental energy. The original inhabitants of this realm are fierce, ancient creatures tied to the primal forces of fire, earth, and the very essence of dragonkind.

Eternal Dragons:
The Eternal Dragons are the most ancient and powerful beings in Draconis Eternus. They are massive, winged creatures who can command fire and magma with ease. Their scales are made of solidified molten lava, and their eyes burn with the intensity of stars. These dragons are the rulers of Draconis Eternus, their wisdom and strength guiding the lesser Absolutes who would eventually rule over the world. They are known to possess the ability to manipulate time and space, bending the fabric of reality with their fiery breath.

Ember Wyrms:
Smaller than the Eternal Dragons, Ember Wyrms are swift, agile serpents that slither through the fiery caverns and molten rivers of Draconis Eternus. They are capable of breathing powerful jets of flame and have heat-resistant scales that can withstand the most extreme temperatures. These creatures are often the messengers of the Eternal Dragons, swiftly traversing the dangerous terrain of the realm to deliver important communications.

Molten Giants:
Towering beings made of solid lava and stone, Molten Giants are the laborers and warriors of Draconis Eternus. They are incredibly strong and are often used to forge weapons and fortresses from the very heart of the realm. Their bodies constantly emit a red-hot glow, and they are impervious to fire and heat-based attacks. Despite their brute strength, they are known to have a deep connection to the land, able to manipulate the flow of magma beneath the surface.

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3. Umbra Vexus: The Realm of Shadow and Time

Umbra Vexus, the inner world of Sung Jin-Woo's second clone, is a strange and mysterious place, where the very fabric of time and shadow seem to intertwine. In this world, shadows move differently, and time itself is often warped. The original inhabitants of Umbra Vexus are beings that exist outside the normal flow of time, dwelling in the endless void where shadows and moments converge.

Chronomancers:
The Chronomancers are a race of ancient beings capable of manipulating time itself. Their appearance is fluid and ever-changing, as their forms are often caught between moments, their physicality shifting and warping like shadows. These beings are the masters of temporal magic, able to pause, reverse, or accelerate time within their domain. They are the keepers of the Umbra Vexus and have long maintained its timeless nature.

Eternal Shadows:
The Eternal Shadows are ghostly figures who serve as the guardians of Umbra Vexus. They are born from the very essence of shadow and time, constantly shifting between past, present, and future. Their presence in Umbra Vexus is a reminder that time is never static, and they exist to ensure that the balance of time and

space is preserved. They can move between timelines and are often seen as protectors of the Chronomancers.

Timebound Beasts:
These creatures exist in a state of perpetual flux, their forms caught between different points in time. Timebound Beasts can be seen as both ancient and future entities, appearing as terrifying, multi-headed creatures with eyes that flicker like stars. They are highly unpredictable, as they can exist in multiple moments at once, making them nearly impossible to combat.

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4. Draconis Aetheris: The Realm of Wind and Fire

Draconis Aetheris, the inner world of Sung Su-Ho's second clone, is a vast, airy expanse filled with swirling storms and firestorms. It is a realm where the wind itself seems to burn with the intensity of fire. The original inhabitants of Draconis Aetheris are elemental creatures who embody the forces of both wind and fire.

Aether Drakes:
The Aether Drakes are winged serpentine creatures that soar through the endless skies of Draconis Aetheris. They can summon fierce windstorms and unleash devastating blasts of fire. These drakes are both agile and powerful, capable of controlling both the air currents and the flames that sweep across the land. They are the rulers of Draconis Aetheris, their majestic wings spreading fire and wind in equal measure.

Windfire Elementals:
These beings are made of pure wind and fire, their forms constantly shifting and flickering with flame. They are creatures of pure elemental essence, able to control both the air and fire in devastating ways. The Windfire Elementals serve as the guardians of the realm, their swift movements and destructive abilities making them fierce protectors of Draconis Aetheris.

Flame Wraiths:
Flame Wraiths are ethereal entities that float in the air like wraiths made of pure fire. They are born from the core of the firestorms that ravage Draconis Aetheris and are known for their ability to travel through the air with incredible speed. Their fiery touch can scorch the very earth, and they are considered the harbingers of destruction within the realm.

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In conclusion, each of the four inner worlds is teeming with ancient and powerful beings that have lived for eons, long before the arrival of the lesser Absolutes. These beings not only represent the primal forces of their worlds but also serve as the guardians and protectors of the realms that the Divine Triad and their clones

now govern. The clash between these ancient inhabitants and the lesser Absolutes will determine the future of these inner worlds.